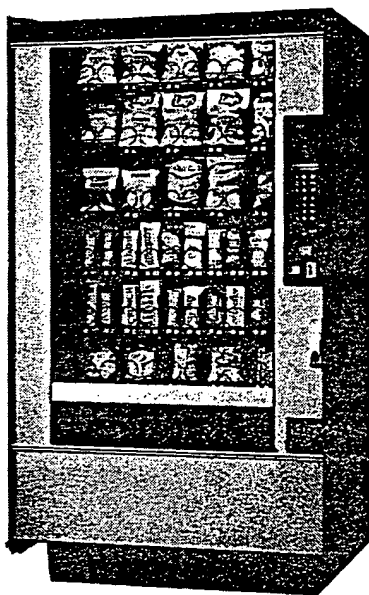EXHIBIT H

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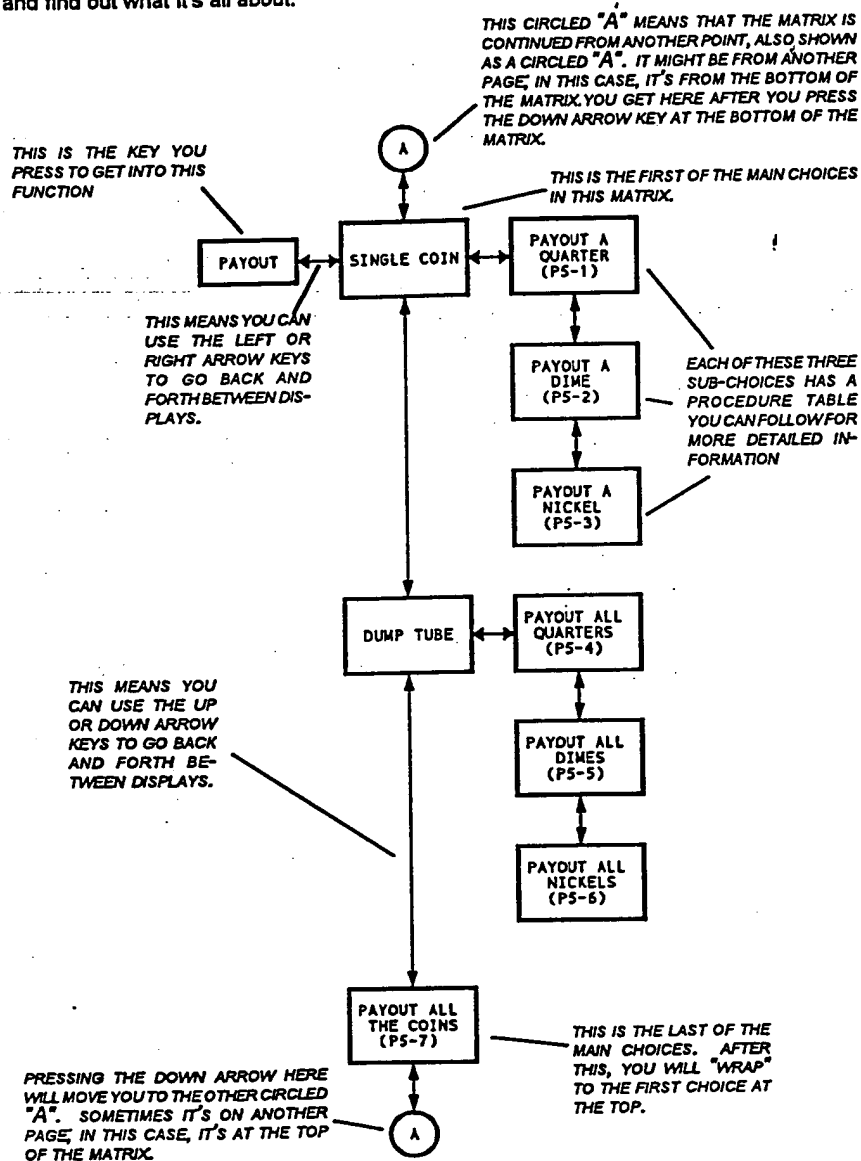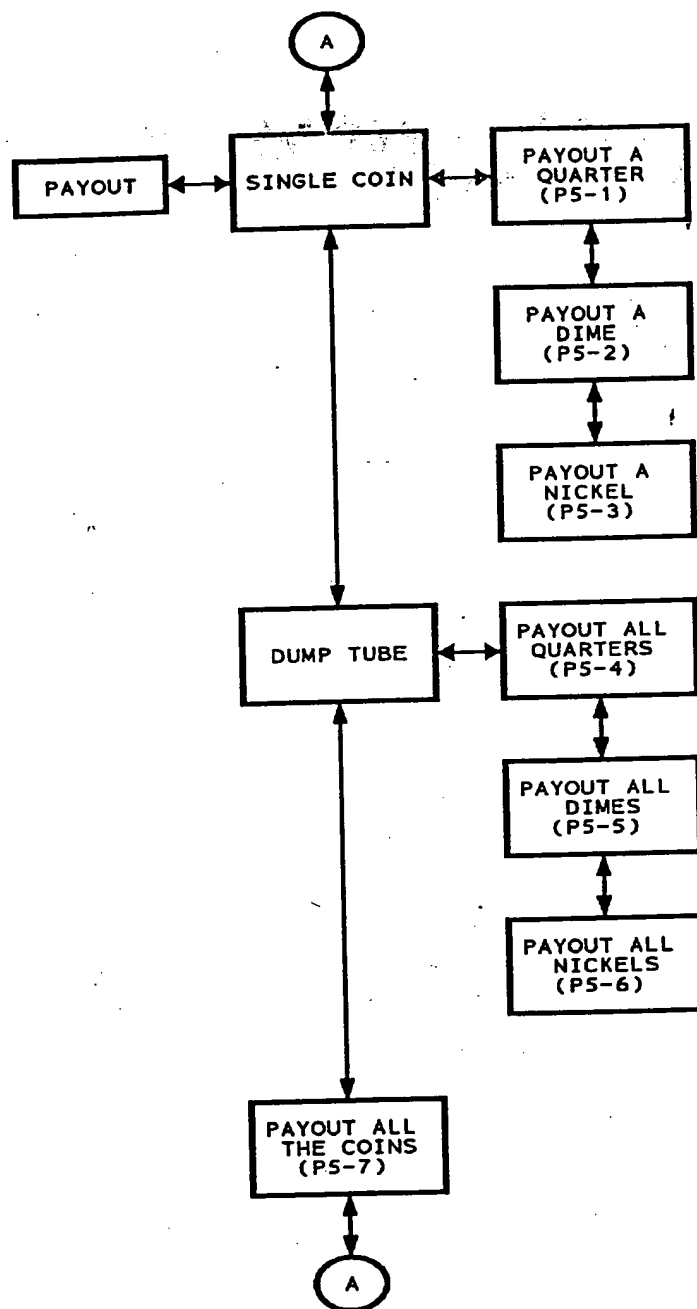
CRANE- National Vendors

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The Matrix

THE MATRIX

We can start putting together all the things you've learned into a method to get around the programming procedures a little easier. You know how to find the detailed procedures in the tables, and how to start into and end them. After you get more familiar with some of the functions you might not want to work through those tables all the time, because you pretty well know what to do. This is when you can use the <u>MATRIXES</u>. Each matrix is a picture of the various tasks you can do within a function. Let's take a look at the PAYOUT matrix and find out what it's all about.

THIS CIRCLED "A" MEANS THAT THE MATRIX IS CONTINUED FROM ANOTHER POINT, ALSO SHOWN AS A CIRCLED "A". IT MIGHT BE FROM ANOTHER PAGE; IN THIS CASE, IT'S FROM THE BOTTOM OF THE MATRIX. YOU GET HERE AFTER YOU PRESS THE DOWN ARROW KEY AT THE BOTTOM OF THE MATRIX.

THIS IS THE KEY YOU PRESS TO GET INTO THIS FUNCTION

THIS IS THE FIRST OF THE MAIN CHOICES IN THIS MATRIX.

```
                          ( A )

  [ PAYOUT ] <-> [ SINGLE COIN ] <-> [ PAYOUT A
                                        QUARTER
                                        (P5-1) ]
                                          ↕
                                      [ PAYOUT A
                                        DIME
                                        (P5-2) ]
                                          ↕
                                      [ PAYOUT A
                                        NICKEL
                                        (P5-3) ]

                 [ DUMP TUBE ] <-> [ PAYOUT ALL
                                     QUARTERS
                                     (P5-4) ]
                                        ↕
                                   [ PAYOUT ALL
                                     DIMES
                                     (P5-5) ]
                                        ↕
                                   [ PAYOUT ALL
                                     NICKELS
                                     (P5-6) ]

                 [ PAYOUT ALL
                   THE COINS
                   (P5-7) ]

                    ( A )
```

THIS MEANS YOU CAN USE THE LEFT OR RIGHT ARROW KEYS TO GO BACK AND FORTH BETWEEN DISPLAYS.

EACH OF THESE THREE SUB-CHOICES HAS A PROCEDURE TABLE YOU CAN FOLLOW FOR MORE DETAILED INFORMATION

THIS MEANS YOU CAN USE THE UP OR DOWN ARROW KEYS TO GO BACK AND FORTH BETWEEN DISPLAYS.

THIS IS THE LAST OF THE MAIN CHOICES. AFTER THIS, YOU WILL "WRAP" TO THE FIRST CHOICE AT THE TOP.

PRESSING THE DOWN ARROW HERE WILL MOVE YOU TO THE OTHER CIRCLED "A". SOMETIMES IT'S ON ANOTHER PAGE; IN THIS CASE, IT'S AT THE TOP OF THE MATRIX.

Matrix 4 - Payout

PAYOUT PROGRAMMING MATRIX


```
                    ( A )
                      ↕
  ┌─────────┐   ┌─────────────┐   ┌──────────────┐
  │ PAYOUT  │↔  │ SINGLE COIN │↔  │  PAYOUT A    │
  └─────────┘   └─────────────┘   │   QUARTER    │
                      ↕           │   (P5-1)     │
                                  └──────────────┘
                                         ↕
                                  ┌──────────────┐
                                  │  PAYOUT A    │
                                  │    DIME      │
                                  │   (P5-2)     │
                                  └──────────────┘
                                         ↕
                                  ┌──────────────┐
                                  │  PAYOUT A    │
                                  │   NICKEL     │
                                  │   (P5-3)     │
                                  └──────────────┘

                ┌─────────────┐   ┌──────────────┐
                │ DUMP TUBE   │↔  │  PAYOUT ALL  │
                └─────────────┘   │   QUARTERS   │
                      ↕           │   (P5-4)     │
                                  └──────────────┘
                                         ↕
                                  ┌──────────────┐
                                  │  PAYOUT ALL  │
                                  │    DIMES     │
                                  │   (P5-5)     │
                                  └──────────────┘
                                         ↕
                                  ┌──────────────┐
                                  │  PAYOUT ALL  │
                                  │   NICKELS    │
                                  │   (P5-6)     │
                                  └──────────────┘

                ┌─────────────┐
                │ PAYOUT ALL  │
                │ THE COINS   │
                │   (P5-7)    │
                └─────────────┘
                      ↕
                    ( A )
```

PAYOUT A Single Quarter

STEP	ENTER THIS KEYSTROKE...		AND THE DISPLAY INDICATES	COMMENTS
1		PAYOUT	*PAYOUT*	Payout mode entered.
2		➡	*SGL COIN*	Enters individual coin payout sequence.
3		➡	*QUARTER*	
4	O P T I O N S	Quickly press and release: ENTER ACTION OR TEST VEND	*QUARTER*	A single quarter is paid out.
		Press and hold: ENTER ACTION OR TEST VEND	*QUARTER*	Quarters are paid out until key is released.
		CONTINUE	*READY*	Options: 1. Close monetary door. Press another 2. function switch. See advanced 3. programming section for other options.

PAYOUT A Single Dime

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1	PAYOUT	PAYOUT	Payout mode entered.
2	➡	SGL COIN	Enters individual coin payout sequence.
3	➡	QUARTER	
4	⬇	DIME	
5	OPTIONS — Quickly press and release: ENTER ACTION OR DATA	DIME	A single dime is paid out.
5	OPTIONS — Press and hold: ENTER ACTION OR DATA	DIME	Dimes are paid out until key is released.
6	CONTINUE	READY	Options: 1. Close monetary door. 2. Press another function switch. 3. See advanced programming section for other options.

P5-3

PAYOUT A Single Nickel

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1	PAYOUT	*PAYOUT*	Payout mode entered.
2	➡	*SGL COIN*	Enters individual coin payout sequence.
3	➡	*QUARTER*	
4	⬇ Until the following display is shown:	*NICKEL*	
5	OPTIONS: Quickly press and release: ENTER ACTION OR TEST VEND	*NICKEL*	A single nickel is paid out.
	Press and hold: ENTER ACTION OR TEST VEND	*NICKEL*	Nickels are paid out until key is released.
6	CONTINUE	*READY*	Options: 1. Close monetary door. 2. Press another function switch. 3. See advanced programming section for other options.

PAYOUT All Of The Quarters In Tube Inventory

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1	PAYOUT	*PAYOUT*	Payout mode entered.
2	➡	*SGL COIN*	
3	⬇	*DUMP TUBE*	Allows unloading of entire tube inventory.
4	➡	*QUARTER*	Allows unloading of quarter tube.
5	ENTER ACTION	*QUARTER*	Controller pays out all quarters that it has in its tube inventory.
6	CONTINUE	*READY*	Options: 1. Close monetary door. 2. Press another function switch. 3. See advanced programming section for other options.

P5-5

First Ed...

PAYOUT All Of The Dimes In Tube Inventory

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1	PAYOUT	*PAYOUT*	Payout mode entered.
2	➡	*SGL COIN*	
3	⬇	*DUMP TUBE*	Allows unloading of entire tube inventory.
4	➡	*QUARTER*	
5	⬇	*DIME*	Allows unloading of dime tube.
6	ENTER ACTION	*DIME*	Controller pays out all dimes that it has in its tube inventory.
7	CONTINUE	*READY*	Options: 1. Close monetary door. 2. Press another function switch. 3. See advanced programming section for other options.

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PAYOUT All Of The Nickels In Tube Inventory

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1	PAYOUT	*PAYOUT*	Payout mode entered.
2	➡	*SGL COIN*	
3	⬇	*DUMP TUBE*	Allows unloading of entire tube inventory.
4	➡	*QUARTER*	
5	⬇ Until the following display shows:	*NICKEL*	Allows unloading of nickel tube.
6	ENTER ACTION	*NICKEL*	Controller pays out all nickels that it has in its tube inventory.
7	CONTINUE	*READY*	Options: 1. Close monetary door. 2. Press another function switch. 3. See advanced programming section for other options.

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PAYOUT All Of The Nickels In Tube Inventory

STEP	ENTER THIS KEYSTROKE...	AND THE DISPLAY INDICATES	COMMENTS
1	PAYOUT	PAYOUT	Payout mode entered.
2	➡	SGL COIN	
3	⬇	DUMP TUBE	
4	⬇	DUMP ALL	Allows unloading of entire tube inventory.
5	ENTER ACTION	DUMP ALL	Controller pays out all quarters, dimes, and nickels that it has in its tube inventory.
6	CONTINUE	READY	Options: 1. Close monetary door. 2. Press another function switch. 3. See advanced programming section for other options.